

RESIDENT EVIL

#25



- 3 ACTION-PACKED STORIES!
- ARTISTS' ZOMBIE SKETCHES!
- INTERNET STORY COVER!

54.95 U.S./59.95 CANADA
120 PAGES

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nearest comic
book store



RESIDENT EVIL

Thank you to all the new readers of the
Buddhist Hell comic book Response series, and
an extra-special thanks to all of you who
brought James P. to this issue with all
longer stories, more panels and creatures,
and lots more of the thrills and scares
we've come to expect from Buddhist Hell.

In "A New Chapter of Hell," Holloway and Cleaver as they desperately fight their way through the nightmares of ruined city, roar through the scenes.

"*Madame Bresson*," a story that takes place across town from the Kansas City Police department, shows the deadly effects of the Criminal when it infects a no full of women ~~honest~~.

Our final story, "Look Down," is set between the events of Resident Evil 1 and 2. This story deals with S.T.A.R.S. team member Barry Burton, as he tries to forget the horrors he's seen, unfortunately for him, the horror is far from over.

Besides the great comic stories, be sure to check out the three "Behind the Artist's Gallery" pages scattered throughout the magazine. These pages allow you a glimpse into the private sketchbooks of artists Carlos D'Anda, Tom Geurts, and Lynn Cohen.

Finally, for those of you who have been following the online *Star Trek: Civil* comic on [Idiotscorner's](http://www.idiotscorner.com/civil/) web page (www.idiotscorner.com/civil/), we've invited a special guest. Here you can print out the paper you've downloaded and complete the book with this beautiful cover by Lynn Rodriguez and Jason Rodriguez. Be sure to keep checking the website, as a new story is due to launch online after the original 18-page comic is completed at the end of May.

270

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P.S. Keep these lectures coming! The lectures mean well, check in frequently. P.S. I'm

President: Bill Gosselaar, Manager
The Worldwide Production Studio
79-101 Biscayne Ave., PMB#
14, Miami, FL 33132

creditos

based on characters and situations from the Disney video game *Monsters, Inc.* and *Toy Story*.²¹

Post-Occupation: Realigning Interests
and Institutions: Developing and
Promoting a New Approach

Post Company Inc., (M&P),
General Manager, Characteristics
of Big Data Department: —
Marketing Services

For Entertainment, Marketing
Associates

For image creation
interactive blaster
Laser Master

For William Productions
CEO & Publisher is Jim
McDonald - John Doe/
McDonald, McDonald Creative
Solutions - John Doe/John

PARKS AND RECREATION

1. *W. C. Gandy, Jr.* is a member of the faculty of the University of Texas at Austin. He is the author of *Industrial Organization and the American Economy* (1964) and *Industrial Organization and the American Economy* (1964).

A RESIDENT EVIL STORY

A NEW CHAPTER OF LIFE

TED ADAMS *host*
CARLOS BANDA *music*
MARK IRWIN *vis*
JOHN TIGHE *assistant*
TAD FRIEDEM *music*
WILDSTORM FX *colors*
AMIE GREINER *titles*
KRIS OPPIGAO *titles*



KERSMASH!





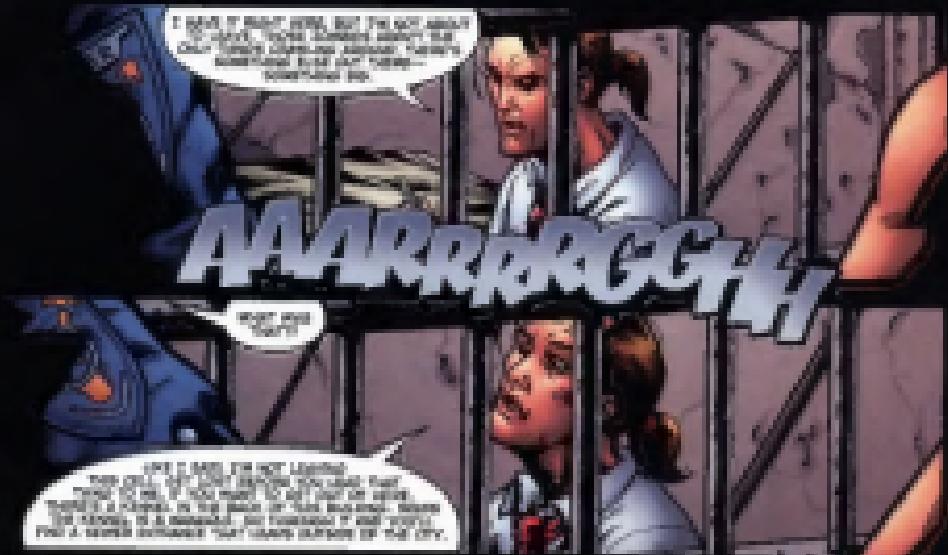




PROXY LOCKER ROOM



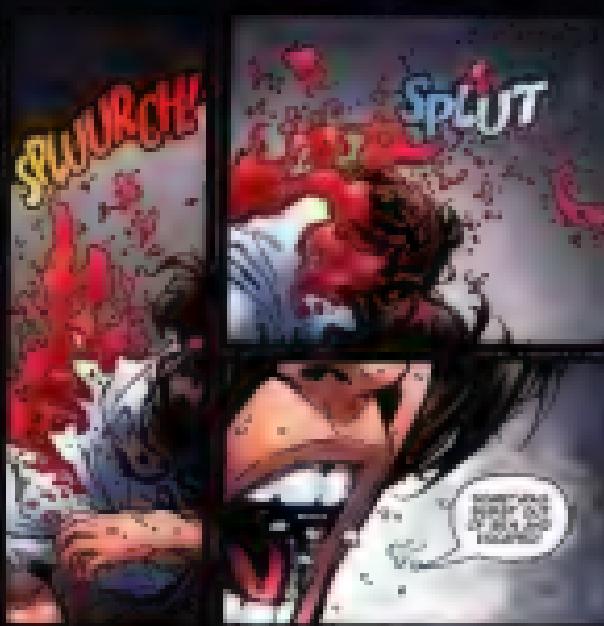


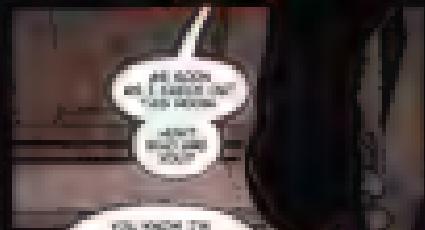




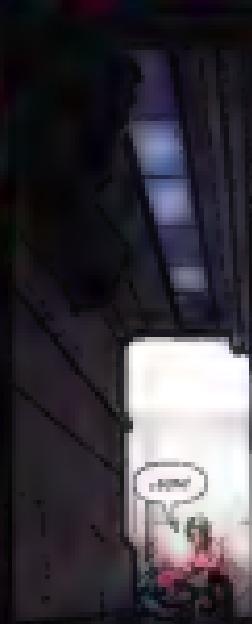
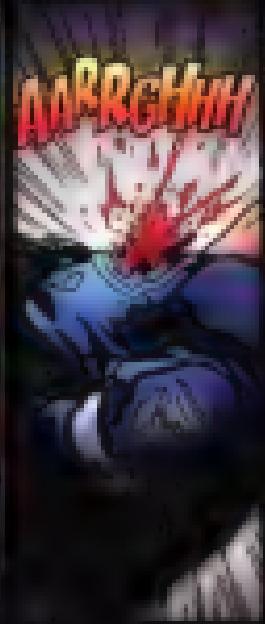
AAARRRRGGHH



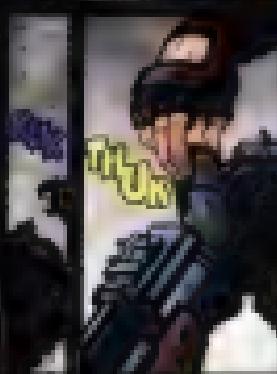








PROBLEMS IN THE AIRPORT ARE PROBABLY CAUSED BY
CLOUDS OF DUST AND DIRT FROM THE GROUND.





Plok

BOOM

WTF DO YOU WANT?

WHAT'S GOING ON HERE?

WHAT'S GOING ON HERE?

WHAT'S GOING ON?

WHAT'S GOING ON?

I'M GOING DOWN
WHEN YOU TWO COME
TOGETHER, SO I'M
GOING DOWN WITH
YOU TWO.

WHAT'S GOING ON?

WHAT'S GOING ON?

GRRR

GRRR

...the ultimate in
military-grade
body armor... the
Tactical Suit.

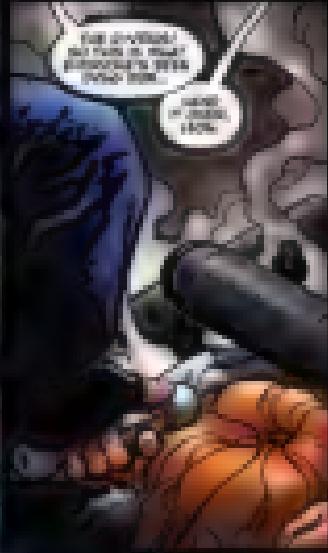
GUARD

GUARD

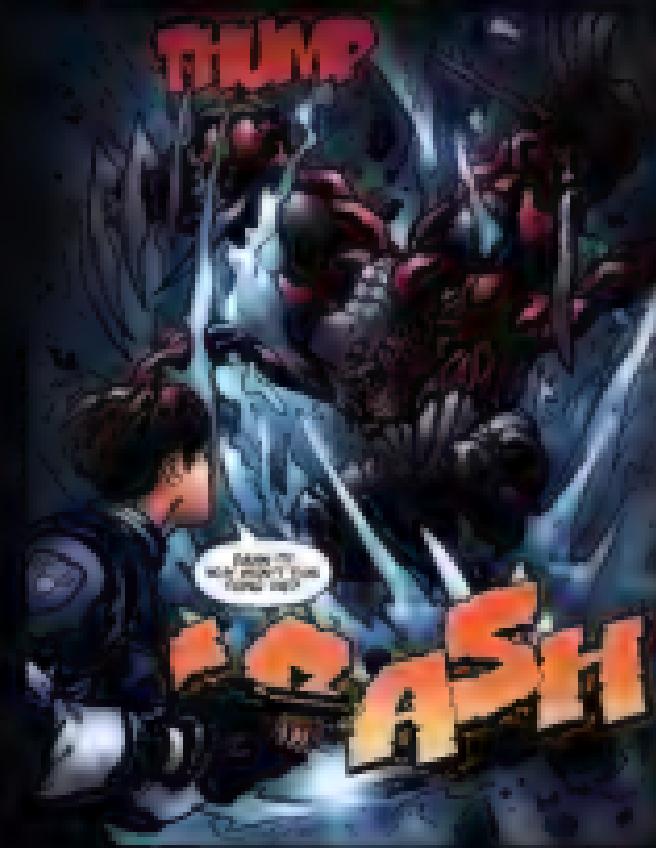
...the ultimate in
military-grade
body armor... the
Tactical Suit.

...the ultimate in
military-grade
body armor... the
Tactical Suit.

...the ultimate in
military-grade
body armor... the
Tactical Suit.







CHARLES LUTHER JONES
THE FAMOUS FIGHTING
COWBOY FROM THE
COUNTRY OF THE TRAMP





RESIDENT EILL

Artist's Gallery

Ryan Odaqawa on Resident Evil

Right now, I'm working on the *Reindeer* book (another *Lightbulb* addition). The *Lightbulb* is a story of being a lightbulb, a bright image that is weak, but is needed to illuminate others, giving people light and power-to-power work. The *Lightbulb* book is about how each person has their own unique, distinctive gift/ability that is needed in any power. So they too, have to contribute to the *Lightbulb* (the *Reindeer* book) and help make it look good.



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A READING EVILES

問題點PT 問題點分析與改善

KRIS OPRKHO
STORY

LEE BURMEIER
PHOTOGRAPH BY

JOHN TIGHE

WILDSTORM FX

AME GREMIE
LTDAS

THE FIGHTER'S FIGHTING POSITION
MAINTAINS MAXIMUM VERSATILITY.

THE FIGHTER'S FIGHTING POSITION
MAINTAINS MAXIMUM VERSATILITY.

DEFINITELY PLANNED
SOMEONE'S FIGHTING POSITION
FOR THIS FIGHT.

THEY'LL
NEED
TO
GET
IN
THE
RIGHT
POSITION.

DEFINITELY PLANNED
SOMEONE'S FIGHTING POSITION
FOR THIS FIGHT.



RWAARR!

THE FIGHTER'S FIGHTING POSITION
MAINTAINS MAXIMUM VERSATILITY.



ANSWERING QUESTIONS

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1960, *Journal of the Royal Statistical Society, Series B*, 27, 296-309.

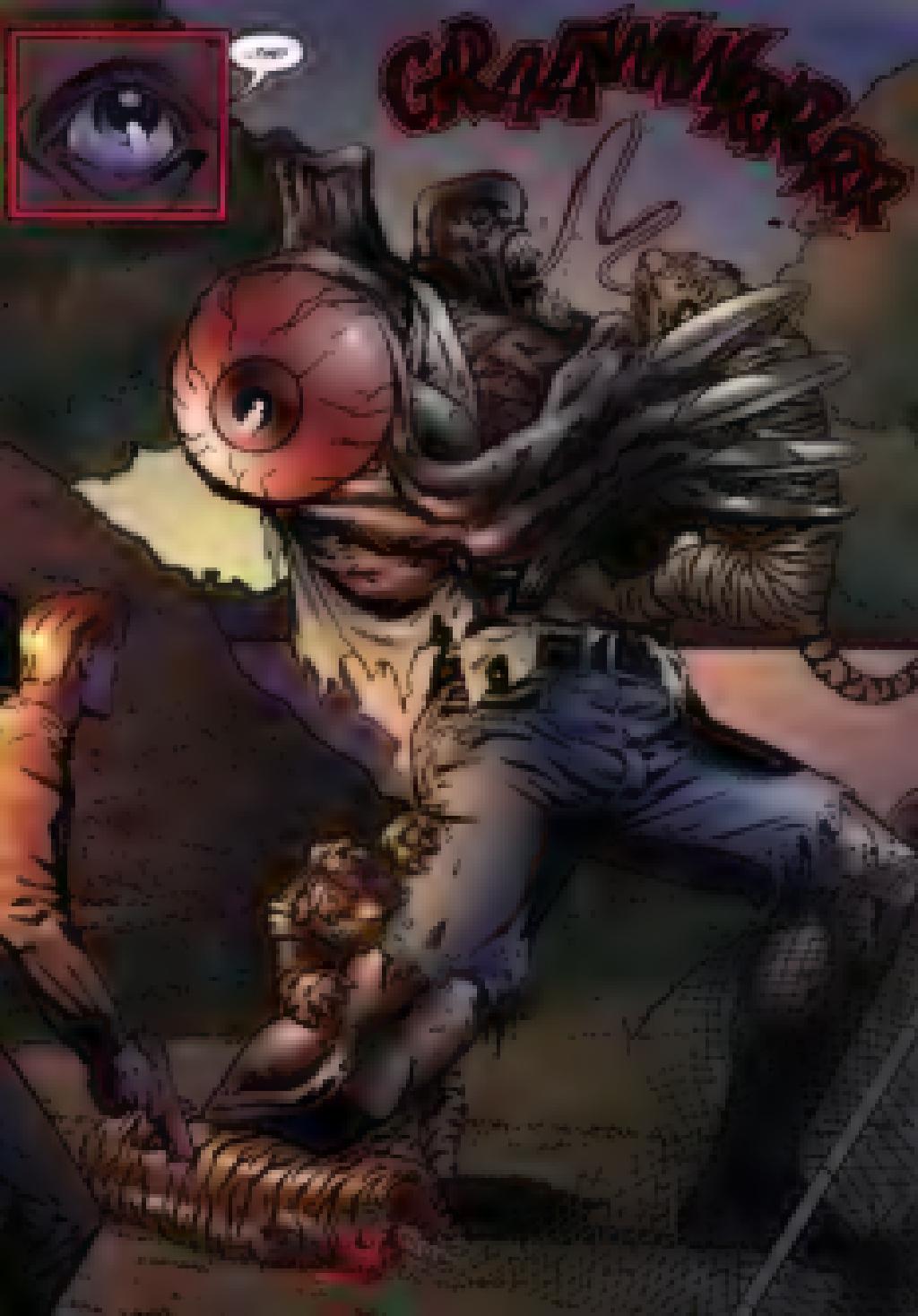


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B2M

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GRAFFIK
ART

Mr. Rock

WHAT'S THAT?

BAM

BAM

WHAT'S THAT? IT'S A GHOST! IT'S A GHOST! IT'S A GHOST!

WHAT'S THAT? IT'S A GHOST! IT'S A GHOST! IT'S A GHOST!

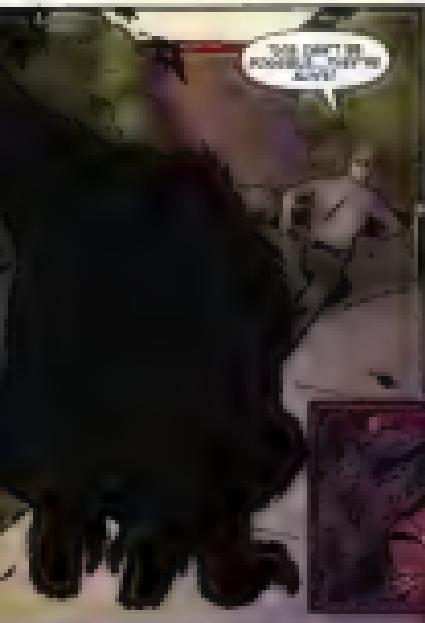
WHAT'S THAT? IT'S A GHOST! IT'S A GHOST! IT'S A GHOST!



WHAT'S THAT? IT'S A GHOST! IT'S A GHOST! IT'S A GHOST!

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WHAT'S THAT? IT'S A GHOST! IT'S A GHOST! IT'S A GHOST!



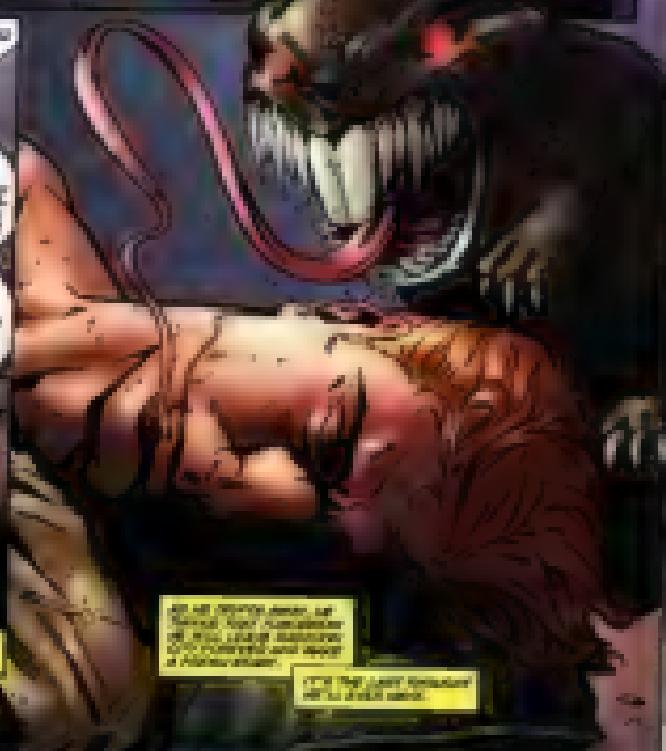
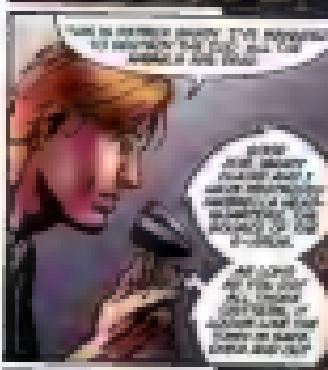
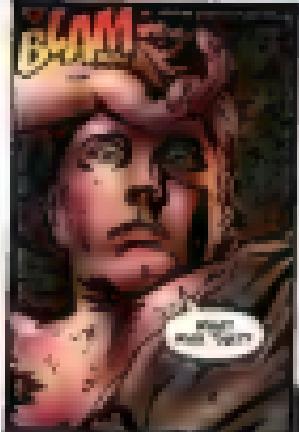






where the *Parrot* birds, which the men brought
from their country, are of various colors
and shapes and sizes.

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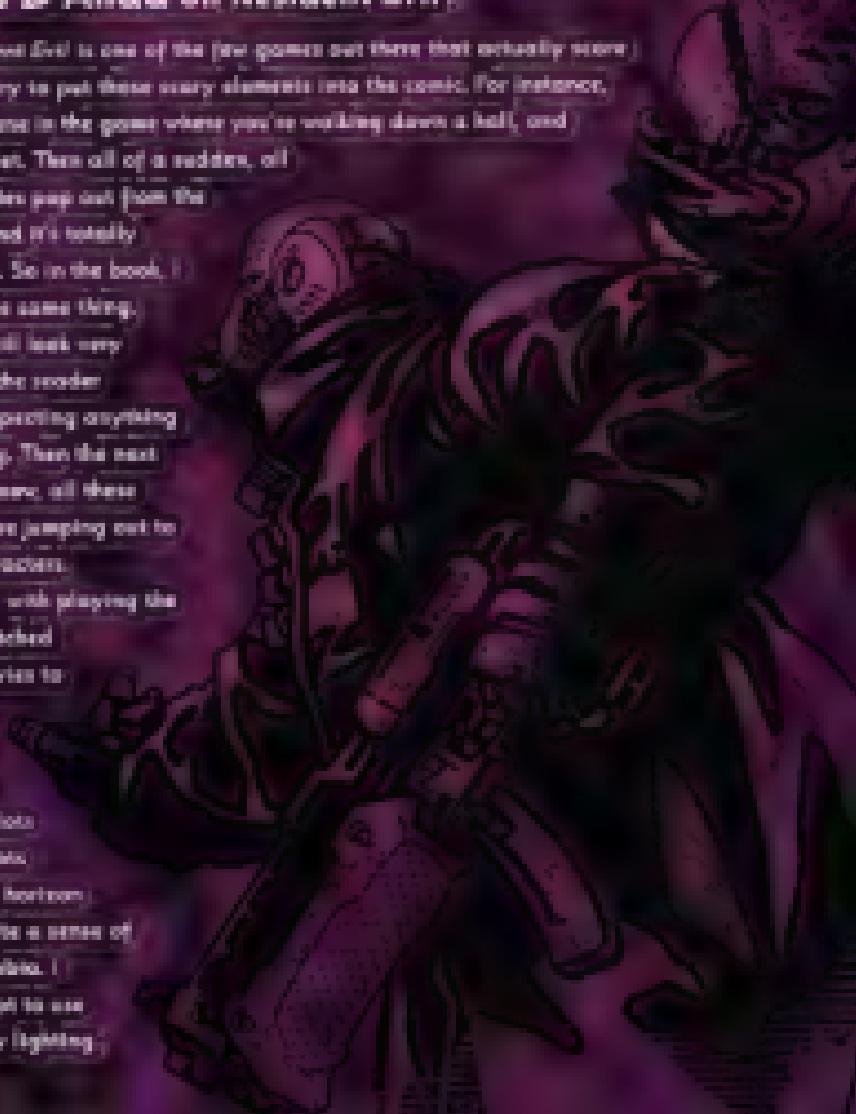
RESIDENT EVIL

Artist's Gallery

Carlos D'Anda on Resident Evil

"Resident Evil" is one of the few games out there that actually scare you, and I try to put those scary elements into the comic. For instance, there's a scene in the game where you're walking down a hall, and it's very quiet. Then all of a sudden, all these zombies jump out from the windows, and it's totally unexpected. So in the book, I try to do the same thing. My scenes will look very quiet, and the reader won't be expecting anything to go wrong. Then the next thing you know, all these creatures are jumping out to kill the characters.

"Along with playing the game, I watched zombie movies to see what sorts the directors used. I use lots of down shots, and tilt the bottom line to create a sense of claustrophobia. I also attempt to use very moody lighting."



REVENGE OF THE WALKING DEAD
REVENGE OF THE WALKING DEAD
REVENGE OF THE WALKING DEAD

REVENGE OF THE WALKING DEAD
REVENGE OF THE WALKING DEAD
REVENGE OF THE WALKING DEAD

REVENGE OF THE WALKING DEAD

3.00
A RESIDENT
EVIL STORY
CONTINUATION

KRIS Oprisko
PLOT
Luis Bermejo
PHOTO
JOHN TIGHE
ART
WILDESTORM FX
COLOR
AMIE GREENE
LETTERS
HARVEY
EDITS

REVENGE OF THE WALKING DEAD
REVENGE OF THE WALKING DEAD



REVENGE OF THE WALKING DEAD







SECRET SECRET FORMATION
THE SECRET SECRET OF THE SECRET



The next day, the
monks in the
monastery were
surprised to find
the monk had
disappeared.

What's
happened to
the monk?

What do
you think
happened to
the monk?

He must have
been taken away
by the demons.

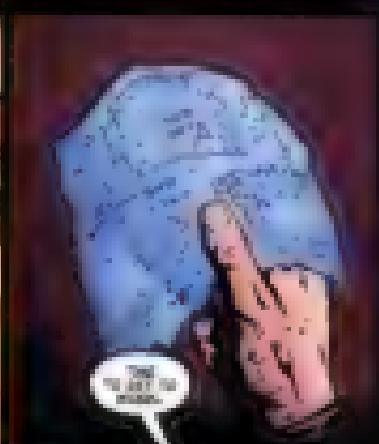
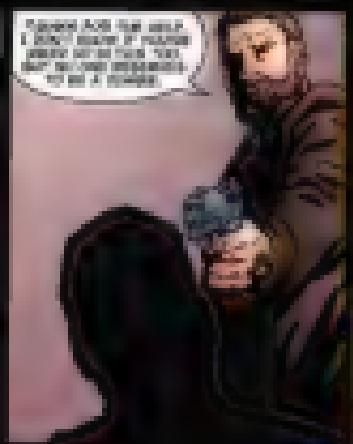
That's right!

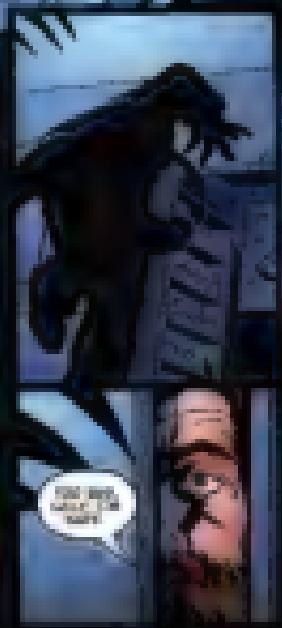
What do
you think
happened to
the monk?

He must have
been taken away
by the demons.
But that can't be
true.

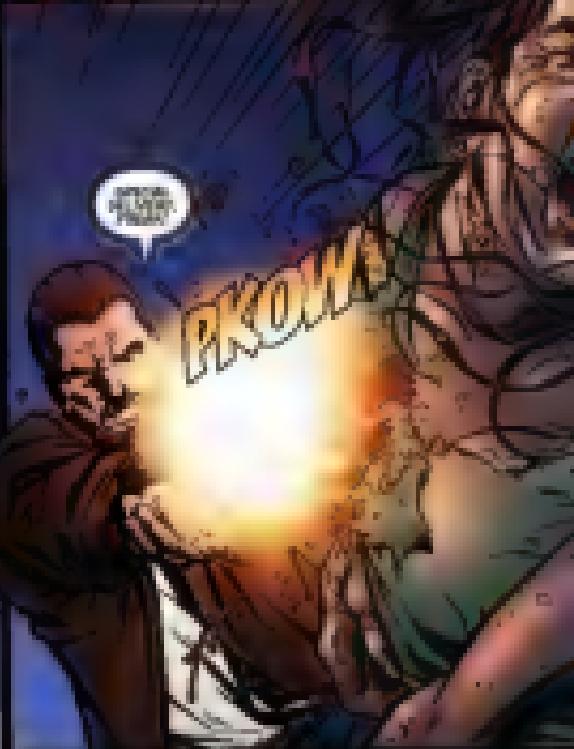
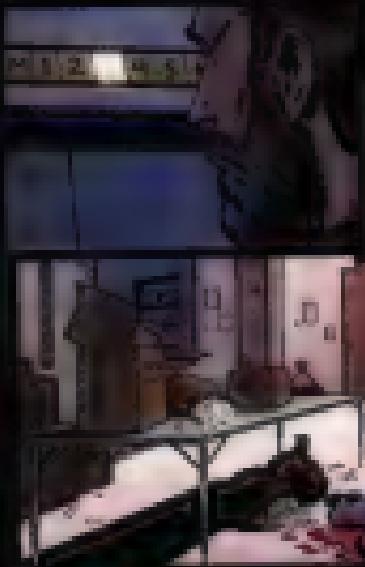
What do I care
about that?















"I'm afraid
we're going
to have to
do this."



...TICK TICK TICK TICK TICK TICK...



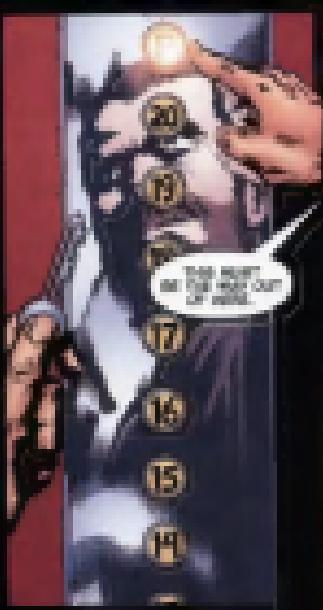
TICK TICK TICK



BROOKS IS GOING TO GET ME!











THE END.

RESIDENT EVIL

Artist's Gallery

Lee Bermejo on Resident Evil

"One of the easy things about drawing Resident Evil is that you're just drawing regular people and monsters, nothing more complex than that. You're not drawing superheroes that have to look perfect, and you can do anything you like with the monsters."

"I prefer to draw ordinary people. In the 'Master Manipulator' story, I wanted the lead character to look like an average guy with an average look. It was fun not having to worry about drawing a character that was constantly having to worry about spores."

"And drawing the monsters is fun because you can do so many things with zombies. Almost no matter what you do, they still look creepy and scary. They're also easy to draw, because you don't necessarily have to show the whole figure. A zombie could be missing an arm or some other part of its body."

